THE UNIVERSE ACCORDING TO DUKE NUKEM

v.1 - 3/9/10

FRANCHISE REBOOT

The first Duke Nukem video game was released in 1996. Since then over 9 million units have been sold, generating over \$500,000,000 in sales. But Duke has gone dormant for a few years. He was an icon born of his times, and times have changed. So we decided to reboot the franchise...

Our plan was simple: rebuild the Duke Nukem Universe from the ground up. To achieve this we have crafted a historical foundation upon which an origin story has been built. This historical foundation includes a new TIMELINE and MYTHOLOGY that chronicles how this fictional world, and the characters in it, came to be in their present form. The key decision was to move Duke Nukem from a place of larger-than-life parody into the realm of reality. By grounding the world and the characters in science, we have made the unreal seem plausible. This will help the audience to suspend disbelief. To invest and immerse themselves in the new Duke Universe.

Towards that end, the Duke Universe is frighteningly familiar to our own world: overcrowded, underfunded and up to its neck in toxic waste. But there is one primary difference, and it's a game-changer -- aliens. Their presence on Earth defines and informs every character and every event in this fictional reality. Aliens are the *binding principle* of the Duke Universe -- the nucleus of the mythology around which all other ideas revolve. Unlike previous incarnations of Duke Nukem, this time the aliens are a biologically credible life form with a chilling agenda... representing a level of *smart social commentary* that makes our world both entertaining and relevant.

The Duke Nukem Universe now has a complex history, compelling characters and a moral center. The reboot is complete. Welcome to the future of the franchise...

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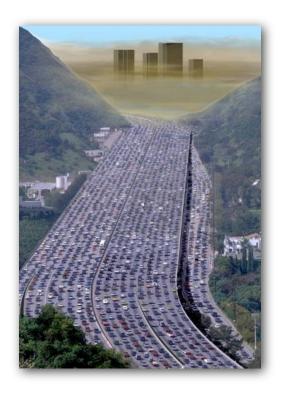
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I. THE WORLD OF DUKE NUKEM



This is the world of tomorrow. A proverbial peek "five minutes into the future."

It's a world we instantly recognize as a prophetic reflection of our own. A world choking on the consequence of mistakes made by our erstwhile leaders.

Pollution, environmental collapse, global warming -- these are the hot-button issues of our times and they provide the *omnipresent problem* for our fictional world.





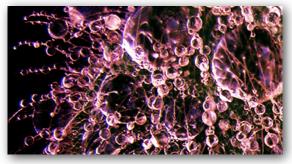
Ironically, the solution to these ecological problems comes unexpectedly when a UFO crashes in the California desert. As usual, all evidence is covered up. The alien inhabitants and their craft are studied at the nearby China Lake NAWS wherein plans are made by the Pentagon to weaponize the alien technology.



For several years it appears this incident will become just another chapter in the ongoing UFO conspiracy. This time, though, the truth is revealed to the world by the Powers That Be. Not only is there life on other planets, we learn. But these incredible creatures could possibly help us save the Earth...



pristine alien receptors

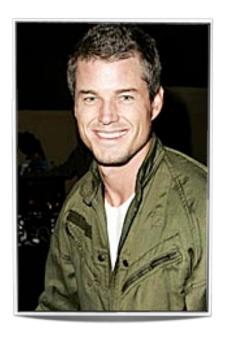


alien receptors gorged with toxins

Due to a unique attribute in the alien physiology, these life-forms -- deemed harmless to humans -- actually *feed on environmental toxins*. This is the birth of "Project: Bright Skies". A pilot program launched in Los Angeles County wherein thousands of aliens are assimilated into the city to *clean up our mess*. What happens when all the best laid plans go terribly wrong? We provide our new universe with conflict to fuel this franchise for many more years.



II. THE PEOPLE OF DUKE NUKEM



Maj. Duke Harris, 29
Team Leader of the ADF (Alien Defense Force)

Duke is a third generation military man raised by a single father, who named his only son after his hero, John "The Duke" Wayne. A graduate with honors of West Point, Duke is a "straight shooter" who is well-liked and respected (if not envied) by his peers. After West Point, Duke was recruited into the Green Berets where he earned more medals and distinctions than anyone his age in the storied history of the division.

But Duke's promising career took hard left turn when his father became a victim of "friendly fire," costing him use of his legs. To be closer to home, Duke had himself transferred to the National Guard, where his father had served for 30 years. Nothing could have made Duke's dad more proud -- his son following in his footsteps -- but then Project: Bright Skies was announced to the world and everything changed, especially the relationship between father and son.

Duke's sterling record and "out of the box" thinking from his days with the Berets made him an obvious choice for the newly formed ADF. In fact, his mentor, General Graves, wanted to make him Team Leader. Duke declined the offer -- from the beginning he instinctively felt Bright Skies was too good to be true. But under pressure from his father, who ordered his son to accept the prestigious honor, Duke reluctantly put aside his misgivings and joined the ADF. Setting the stage for Duke's tragic fall from grace... and an eventual rise to outlaw hero status as "Duke Nukem."



Dr. Henri Gaumont, 46

Head scientist on Project: Bright Skies

In 2006, Gaumont won the Nobel Prize for his breakthrough research on migratory birds, revealing for the first time exactly how they pass their memories along genetically. In the wake of his success, Gaumont was seduced by the Pentagon for a truckload of

money and the opportunity to work on the highly classified alien research project at China Lake. Infuriating his French friends and peers, Gaumont took the job but shortly thereafter came to regret his fateful decision.

A brilliant-but-eccentric scientist, Gaumont's outspoken nature has landed him in hot water many times at China Lake. Project: Bright Skies was actually the brainchild of Gaumont, but he has been at odds with the Pentagon liason, Ronald Trask, almost since day one, arguing for caution in their deployment of the HVR-37. When his warnings go unheeded, Gaumont starts drinking heavily, drawing the ire of Trask... but emboldening Gaumont to take action in his own peculiar way.

Since moving to Mojave, Gaumont's social life has been non-existent. What little free time he's had, Gaumont has spent alone in the wilderness bird watching and building a website to share his experiences, in the hopes of meeting new friends. But when Gaumont's research on the HVR-37 leads him to the discovery that the aliens are mutating, he uses his bird watching website to hide the building evidence he has against Project: Bright Skies... waiting for the right person to reveal his secrets to. Of course, that person was none other than Duke Harris.



Ronald Trask, 34

Pentagon liaison on Project: Bright Skies

Before working at The Pentagon, Trask was a Defense Industry lobbyist who won multi-billion dollar contracts for his clients. His cocksure performance caught the eye of the Pentagon brass who decided to lure Trask to their team. Friends, and even enemies, will tell you that Trask is not an overtly bad person, just a slick opportunist who believes morals and ethics are "situation dependent". Still, he is a charming, smooth-talking bureaucrat who

knows how to play hardball and is known for holding grudges.

Trask was responsible for hiring Gaumont and put enormous faith in the French scientist. Staking his personal reputation on Gaumont's research, Trask lobbied for -- and, against all odds, won -- Pentagon approval for Bright Skies. He used not-so-subtle forms of blackmail and manipulation on key players to launch the controversial program; there are even rumors that Trask has dirt on Gaumont, how he faked some of his Nobel research, which is keeping the scientist from publicly voicing his concerns.

For Trask, Bright Skies is his ticket to the big-time: if the program works he will be in charge of the multi-national licensing deals that could earn him billions in kickbacks. So when Duke Harris starts warning the media about "dangerous evidence," threatening Bright Skies, Trask reveals his ruthless side. Ultimately, the man will stop at nothing to keep Bright Skies alive... even if that means others must die.



General Philip Graves, 56

Acting Director of the ADF

A former Colonel in the National Guard,
Graves is granted a promotion to Brigadier
General in exchange for heading the ADF.
A good man at heart, Graves nonetheless
has learned very well how to play the game.

Tough but fair, Graves is a model soldier to his superiors, yet affectionally fosters a crude, off-color camaraderie with his unit. His own daughter, Lt. Shelly Graves, serves under him, but it is actually Maj. Duke Harris whom Graves views as his protegé.

Graves' personal crisis arises when Duke resigns from the ADF and goes rogue, becoming a criminal "Alien Hunter." How Graves deals with this crisis will define his character... and, to a larger extend, the fate of mankind.

Lieutenant Shelly Graves, 28

Member of the ADF, Demo Expert

Nicknamed "Bombshell", Shelly is as gorgeous as she is tough. The oldest daughter of General Graves, she is smart and driven, but she also has a hot temper. When Shelly is passed over for ADF Team Leader, it only heightens the sexual tension she shares with Duke Harris.

Constantly trying to live up to her father's expectations, Shelly initially seizes the opportunity to prove herself by



bringing in "Duke Nukem." But when she finally realizes she's fighting for the wrong side, Shelly joins Duke's alien resistance team. It's a bold, defiant move... but one that ultimately earns her the respect from her father she so desperately craves.



Colonel Barton Harris, 61

Retired National Guardsman

Duke's father, affectionally known as "The Colonel," is a proud, irascible man. Confined to a wheelchair after losing the use of his legs in a "friendly fire" incident, The Colonel spends his time with other war vets, lamenting the state of the world and occasionally singing karaoke. An "old school" soldier who preaches playing by the book and respecting authority, The Colonel and his son have a major falling out when Duke leaves the ADF and becomes the alien vigilante known as "Duke Nukem."

When The Colonel finally learns the truth about the aliens -- how dangerous they really are -- he swallows his pride and admits that he was wrong about his son. In fact, The Colonel bravely volunteers to fight alongside his son against the alien threat.

"Duke Nukem"

Alien Vigilante

The alter-ego of Duke Harris is born when, after the murder of his best friend by HVR-37, the distraught ADF Agent speaks from his heart and tells a TV reporter he would "nuke the aliens."

Made a scapegoat by Trask for his friend's death, Duke goes rogue and "off the grid" in an effort to expose the truth about the aliens. From that point on, Duke undergoes a transformation from good solider... to enemy of the State. The irony is, he's still fighting for the same thing: the safety of his fellow man.





Keno Williams, 31

Weapons Consultant

A charming, streetwise criminal with a long rap-sheet -- everything from grand theft auto to arms smuggling. But Duke Nukem senses Keno is redeemable and offers him a second chance to help society by becoming his "Weapons

Consultant." Keno respectfully declines, but Duke makes it clear his offer is non-negotiable -- it's join Duke's alien resistance, or pay for his crimes.

Despite its antagonistic beginnings, a real friendship forms between Duke and Keno when they discover they need each other in their fight against the Powers That Be.

Sylvia Valdez, 27

Media Consultant

Valdez is an up-and-coming "Nightly News" reporter who will stop at nothing to get the scoop. She champions "Duke Nukem" on TV, and consequently gets fired. With nothing to lose, Valdez joins Duke Nukem's alien resistance as his "Media Consultant," helping expose the truth about the HVR-37 online... turning Duke Nukem into an internet sensation and, eventually, an unlikely celebrity.



Like Keno, Valdez has a sketchy past to atone for -- she inadvertently helped Ronald Trask blackmail LA Mayor Carolyn McGrath -- so this becomes the most important story of her life.



Carolyn McGrath, 37

Mayor of Los Angeles

Mayor McGrath is a new breed a politician. She ran for office not in search of power, but to change the world for the better. A former preschool teacher, she ran her dark horse campaign on the precepts of "All I Really Need to Know I Learned in Kindergarten." She is married and the mother of two young children, and her idealistic determination is infectious. When Trask sought her approval on Project: Bright Skies, McGrath was initially tempted,

given that her main campaign promise was to "clean up the mess" of the previous administration. But McGrath's work with kids taught her how to read people, so she did not trust Trask and politely rejected his proposal.

Since McGrath's approval was pivotal, Trask resorted to blackmail to gain her backing, and her silence. Like Gaumont, McGrath is hiding a skeleton in her closet -- racy videotape from her "experimental" college days -- and she is too scared to speak the truth and compromise her position. That is, until Duke Nukem presents the terrifying truth to her about the HVR-37. At that point, McGrath is willing to sacrifice everything. She shows her true colors and courageously authorizes Duke to change the ADF to the EDF (Earth Defense Force)... moving the agency from alien protecting, to *alien hunting*.

III. THE PLACES OF DUKE NUKEM

China Lake http://www.navair.navy.mil/nawcwd/

Roughly two and a half hours north of Los Angeles, nestled in the southeastern foot of the Sierra Nevada mountain range, China Lake is the premier land range and weapons development laboratory for the Department of the Navy (DoN).



The Weapons
Division at China
Lake is hosted by
the Naval Air
Weapons Station
(NAWS) and has
been in operation
since 1943, when
Dr. Charles C.
Lauritsen of the
California Institute
of Technology, and

Navy Commander Jack Renard, flew a small plane over the vast Mojave Desert. They were searching for the perfect location to establish a "shooting range" for testing Navy missiles. For years China Lake was merely a test range, but all that changed on the morning of Nov. 4, 2008, when a UFO crashed near neighboring Ridgecrest.

Two aliens were rescued and, along with the craft wreckage, were studied in a building constructed directly over the crash site -- what became an annex to the China Lake base. The intention was to glean new weapons tech from the wreckage, but it was the occupants themselves who proved most valuable. The two surviving aliens, named "Adam & Eve," were a *hybrid species*, most similar to bovines (ruminants) in demeanor and intelligence. Deemed harmless by Dr. Henri Gaumont, the lead scientist studying the aliens, the two creatures were bred and produced 37 offspring. It was soon

discovered these creatures, code-named HVR-37 ("Hazardous Waste Vaporizing Ruminant"), actually feed on what humans consider pollution.

This is how China Lake becomes the birthplace of Project: Bright Skies, a bold plan to release the aliens into LA County and let them

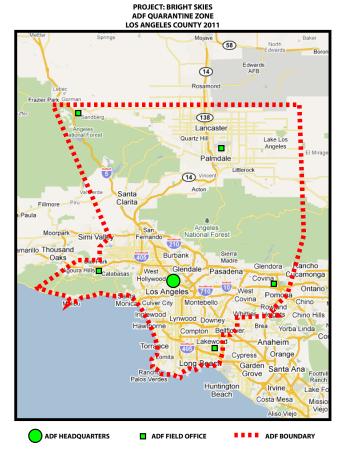


clean up the city. In success, this "ecological bailout" would be implemented in other environmentally challenged states, eventually allowing the U.S. Gov't to license the program to other countries and, possibly, start paying down the national debt.

What is really going on inside the bowels of China Lake -- from the truth about the HVR-37 to the alien technology derivatives -- will remain a well-guarded secret. Coincidentally (or not) the China Lake NAWS resides in Kern County, well outside the official Quarantine Zone for Project: Bright Skies.

The Quarantine Zone

A Quarantine Zone is established around LA County to contain the released aliens; technically, it is a "quarantine" rather than a blockade, because a quarantine is a legal act in peacetime, whereas a blockade is defined as an act of aggression under the U.N. Charter. The politics of this act are complex, but suffice to say the zoning rules are enacted by the Federal Government and are being enforced by County Officials, thereby relieving the State of California of any responsibility.



Under the guidelines of Project: Bright Skies, the aliens are released into areas of "high toxicity," but like any creatures indigenous to Southern California (raccoons, possums, coyotes, etc.) they are allowed to roam, with only moderate restrictions, within the Quarantine Zone.

Besides providing a controlled area for measuring pollution levels, the Quarantine Zone is meant to protect the aliens themselves; the HVR-37 are dumb, lethargic creatures (nicknamed "Hoovers") viewed as more nuisance than threat.

Policing the Quarantine Zone proves to be a considerable challenge for the ADF (Alien Defense Force) charged with enforcing the rules of alien engagement.

ADF Headquarters

Culled from California's National Guard, this special unit is assembled to "serve and protect the aliens" in Los Angeles County. General Philip Graves oversees the unit, and personally appoints Major Duke Harris to be team leader of the twenty ADF agents, including Graves' own daughter, Lieutenant Shelly Graves.

Much like Customs & Border Officers, the ADF patrol their jurisdiction 24/7 in custom vehicles, enforcing the quarantine and *protecting the rights of the aliens*. They are responsible for responding to calls regarding any trouble with the aliens and for relocating the creatures back inside the zone should one stray too far.

The ADF Headquarters is a re-purposed government building in downtown LA; five Field Offices spread across Los Angeles County serve as localized response centers. Inside the HQ, a state-of-the-art monitoring system, equipped with satellite imaging, tracks the

thousands of aliens at large inside the Quarantine Zone.
Additionally, the HQ is outfitted with alien holding tanks (for rescued specimens) and an assortment of approved weaponry to manage and/or subdue the creatures in every situation imaginable.



South Central

"South Central", synonymous with urban decay and street crime, is considered the forefront for gang warfare and poverty in Los Angeles. Additionally, this region is also known for its urban blight. Air sampling has indicated an excess of certain poly-nuclear aromatic hydrocarbons (PAH) in the area, and fuel emissions are among the highest levels in the entire state. That is why South Central becomes *the largest aggregator of HVR-37* within days of their release into the Quarantine Zone.

Although the concentration of aliens results in a noticeable decline in toxic levels throughout South Central, the environmental gains are offset by *an increase in alien-related violence*. Initially, ADF reports indicate the highest incident rate of "alien abuse" from residents, many of them armed, at odds with the creatures. But when the HVR-37 begin showing signs of mutation and, consequently, aberrant behavior, it is the inhabitants of South Central who suffer the most casualties.



When toxicity is eventually linked to alien mutation, and the HVR-37 become an increasing threat, South Central becomes the frontline in a "street war" between renegade humans and aggressive aliens... with ADF officials turning a blind eye to the escalating problem.

Ironically, South Central also becomes "headquarters" to the heroes ("Duke Nukem," Keno Williams, Sylvia Valdez) responsible for leading *the illegal alien resistance*.

San Pedro

Dozens of oil refineries line the bay of San Pedro, marking the encroachment of industrialism into residential areas. The recent switch to sulfur in the refining process of crude has resulted in higher profits but also a slew of symptoms including: respiratory illness and heart disease, convulsions, coma and even death. Many neighboring residents describe oil drilling operations as "a living hell." As with South Central, the areas surrounding these refineries are predominantly low-income communities of color, raising troubling questions about the inherent racism of Project: Bright Skies.

Because of the high concentration of chemical and petrol waste, San Pedro becomes the "headquarters" of sorts to the HVR-37. This area is where they come to ingest the toxins that will *transform them from harmless creatures into wolf-like predators* -- from what Dr. Henri Gaumont classifies as "Phase 1" aliens to "Phase 2."

Following a tip from Gaumont, Duke leads Keno and Valdez into one of the refineries crawling with HVR-37. Because the Powers That Be have denied the existence of

dangerous aliens, Duke and his resistance team look to capture videotape evidence of the Phase 2 creatures. What the group discovers is that not only are these next generation of aliens more formidable and aggressive, they are also more intelligent, hunting in roving packs.



LA River Basin

Historically, the Los Angeles River, a 51-mile concrete flood control channel that directs water to the Pacific Ocean, has been impaired by runoff that collects on city streets within the LA River Watershed.

The river suffers sever pollution from agricultural and urban runoff. Storm water runoff and wastewater discharges with elevated levels of chromium, dioxin, lead, mercury and other pollutants enter the tributaries of the Los Angeles River on a daily basis. Making these forsaken waterways the primary travel route across the city for Phase 2 aliens.

The dry portion of the LA River Basin is inside the Quarantine Zone, but that doesn't stop Duke from hunting Phase 2 aliens. And it is in the Basin where Duke and his cohorts get their first glimpse of a Phase 3 alien -- a terrifying bi-pedal creature with human-like intelligence and complete command of a Phase 2 army.



When his truck is commandeered by a Phase 3 alien, Duke learns firsthand how lethal this new breed can be. From that point on there is no question anything less than the *total annihilation of the HVR-37* could result in the hostile takeover of Los Angeles... and possibly even the country.

The EDF

Under pressure from Duke Nukem, LA Mayor Carolyn McGrath finally concedes that Bright Skies was a mistake. She issues Duke a charter for a new special unit -- the EDF (*Earth Defense Force*) -- making all aliens and alien-sympathizers now the enemy. The ADF building becomes EDF Headquarters and all the weaponry meant to protect

the aliens is now used against them as Duke takes command of the official alien resistance team and leads them on a mission to China Lake, where this whole mess began. Deep below that base the shocking secrets of the HVR037 are finally revealed. And Duke realizes that this alien nightmare has only just begun...



IV. THE WEAPONS OF DUKE NUKEM

The heroes of Duke Nukem are not conventional, so it only follows that the weapons those heroes use against the HVR-37 aliens are well *out of the ordinary*.

To kill Phase 1 of the HVR-37 can take upwards of 20 rounds of standard ammo. This is because the aliens, even in their least evolved form, can rapidly heal injured derma. A headshot to the Primary Brain Pod is the best way to stop the creatures. However, bullet diffraction due to the alien's abnormally thick skull makes a clean shot difficult.

With Phase 2 aliens, expect to fire between 50-60 rounds before causing appreciable damage. Headshots are pointless as the Brain Bods will migrate to other areas of the body. Phase 2 aliens also are capable of regenerating organs and limbs in mere hours.

Phase 3 of the HVR-37 is nearly impossible to kill. These creatures actually assimilate conventional ammo, biologically converting the metals to nutrients. Additionally, their death results in the immediate spawn of dozens of starving Phase 1 aliens which, depending on the circumstance, could be more trouble than the Phase 3 itself.

To combat the aliens in their early stages, several *modified weapons* are fabricated by Keno Williams, whose background in welding and automotive repair makes him a uniquely skilled gunsmith; his unusual sense of humor makes the names of his weapons memorable. But as the aliens evolve, Duke turns to *bleeding edge DARPA weaponry* designed to deliver custom payloads and inflict precision damage.

BRAIN BUSTER

Duke's Grandfather's .45 has been outfitted with a sub-barrel Thermal

Sensor tuned to the

HVR-37's Brain

Pod theta-wave

signature.

Loaded with

specially

designed



Nitroglycerin-Tipped Bullets, this weapon can explode the Brain Pod *inside the skull*, instantly immobilizing -- if not killing -- the creature with a single clean headshot.

V-8 JUICER

Constructed around an old V-8 cylindrical engine block, this automatic grenade launcher can fire eight 170mm napalm-infused mortars in less than five seconds.



Each mortar boasts a blast radius of nearly 10 meters. The napalm causes a "Molotov Cocktail" effect, triggering an *instantaneous chemical reaction* in the toxin-laden HVR-37 and reducing them to a molten plasma in seconds.

REARVIEW BOMBS

Because the HVR-37 are highly combustible when feeding on toxic waste, a single blast in their midst can set of a *lethal chain reaction*. For this reason, remote-detonated pipe bombs were built strong enough to be tossed from a moving vehicle, then exploded -- with a special button on the vehicle remote -- when

the aliens were only visible in the rearview mirror (hence the name.) As a fail-safe in the event of an alien attack on Duke's vehicle, a dozen pipe bombs are affixed to the



under-carriage. From a distance of up to 50 yards, Duke can detonate his own vehicle by depressing the special button six times in succession.

EVOLVER

DARPA's newest automatic rifle prototype. Fires 50 rounds per second with 99.8% targeting accuracy up to 1000 meters. The gun gets its name from the specially designed bullets, each tip laced with a *mutagenic acid* that, when introduced into a



bloodstream will induce *genetic chaos* in the target. Ideal for Phase 3 aliens which experience *rapid and forced evolution* into non-functional forms. Although, on occasion, the Evolver can create a more dangerous creature than even Phase 3.



VAPORIZER

A 21st Century grenade still in beta testing at DARPA. The Vaporizer is 16 cm in diameter but, due to its nano-tube construction, weighs less than 10 oz. Fully programmable for time-delay and blast radius, this "smart" bomb emits a 200 kilojoule *microwave burst* capable of vaporizing any living organism without damaging structural surroundings. However, because the Vaporizer draws from localized energy sources, temporarily disabling all electronics,

deployment of this weapon can have unintended tactical consequences.

IV. THE STORY OF DUKE NUKEM

This section contains a FEATURE PROPOSAL that lays out the narrative for a movie, as well as establishing the mythology for future exploration and exploitation. Tonally, this is a smart, satirical cautionary tale with kickass action and in-your-face attitude as evidenced in this SNAPSHOT of the story:

Welcome to the world of tomorrow...

A world that looks frighteningly familiar to our own, only worse.

Humanity, it seems, has one foot in the grave. But hope has still got a pulse -- in the heart of one good soldier: Major Duke Harris. He is not seeking the limelight, but Major Harris is sucked headlong into it when he takes a courageous stand against the very System he faithfully serves.

Set up by his superiors and ambushed by the bloodthirsty media, Major Harris will lose everything he holds dear. Yet his loss will be our gain. Because his drive for justice -- his dogged sense of right -- will transform Major Harris into "Duke Nukem," a heroic renegade kick who this world's sorry ass back into shape. Giving mankind at least a fighting chance... against the biggest mistake we've ever made.

(<u>Note</u>: When the digital bible is complete, this Feature Proposal will be embedded with "hyperlinks" offering instant connection to additional multi-media materials housed online. The purpose of this narrative extension is to showcase the drill-ability of the Duke Universe.)

DUKE NUKEM

Feature Proposal

12.16.09 (v.4)

"We are not alone..."

Los Angeles, five minutes in the future. Whatever environmental problems already existed have been exacerbated by the proliferation of thousands of offshore and onshore OIL DERRICKS. Short-term thinking on the energy crisis is turning the sprawling city into one, big toxic waste dump.

But Southlanders have adapted, wearing DESIGNER AIR MASKS and covering the derricks with DIGITAL BILLBOARDS. And on this typical smog-choked day, the locals go about their business with no concern for their noxious surroundings. Until the worse-than-usual traffic clogs their travel arteries. Turns out the U.S. President is in town for an unannounced press conference with the Mayor of LA...

On media screens all over the city (and the world) the President makes a shocking announcement: "We are not alone. Aliens have landed on Earth." Crash-landed, in fact, in the Mojave Desert last year. This info was not released sooner because scientists at nearby China Lake have been busy studying the aliens. And the good news is... the creatures are harmless! As evidence, one of the little critters (imagine a bovine wolverine) is trotted onto the stage where it causes some Press to freak out. The President assures them there's no cause for alarm –

– but that's exactly what happens next! Los Angeles comes to a grinding halt as it tries to process this strange new reality. Some hardly shrug, while others overreact, decrying Judgment Day is upon us, or an alien invasion is imminent. Out of fear and opportunism, some start looting stores for supplies, guns, etc.

Already on standby, the National Guard is deployed into several LA hotspots. Where we meet stoic team leader, MAJOR DUKE HARRIS. A third generation Guardsman and level-headed "straight shooter," Duke is well-liked and respected by peers. Duke's best friend is LIEUTENANT LAZLO SCHIFF. Unlike Duke, "Laz" is a chatterbox – a

wannabe standup comic who provides humorous color commentary on their action in the hopes he can pry a rare smile from his friend.

As the chaos escalates, Duke gets orders from his superior, GENERAL PHILIP GRAVES, to use pepper spray and evacuate. Duke and Laz follow orders, but one team member, SHELLY "BOMBSHELL" GRAVES, loses her cool when injured by hostile locals. A demolitions expert, Shelly retaliates by setting off an IMPROMPTU BOMB. But this exacerbates the situation and a firefight erupts...

What follows is viewed on surveillance cameras later that day: Duke bravely rescues Shelly from what's become a war zone. In so doing, he shows off his UNCONVEN-TIONAL WARFARE methods. We hear General Graves apologizing for his daughter, Shelly's rash actions. But Graves proudly notes, to the Pentagon official, RONALD TRASK, with whom he's reviewing this incident, that Duke's heroics resulted in *zero casualties*. Best of all, Duke's a former Green Beret, so he's an "out of the box thinker." That's why Graves' wants Duke on the *special alien-related unit* being assembled from the Guard. In fact, because Graves suspects the situation is worse than the authorities are letting on – that there's aliens who need to be taken out – Duke is the perfect choice for *team leader*. "You've got it wrong, General," corrects Trask with a smile. "This special unit will *protect the aliens*. Just as soon as they're assimilated into Los Angeles County." The General nods and says nothing, but his expression says "WTF!?"

"That's an order!"

At the National Guard base in Los Alamitos, Duke is showering when Shelly boldly struts into the men's locker room. She demands an explanation for Duke's actions. He's confused – didn't he just save her? She wants to know what he said to her father, General Graves? Duke doesn't want to talk in the middle of a shower. Evening the playing field, Shelly strips and steps into the shower with him; these two are very competitive and the sexual tension between them is unmistakable. With other squad

members watching, Shelly asks Duke again what he said to her father that got her blackballed from this "special unit?" Now Duke is really confused – all Duke told Graves was that <u>he</u> didn't want a place on the unit. He put in a good word for Shelly, but her meltdown in LA was caught on videotape. Duke leaves Shelly to cool off in the shower.

Duke shows up at an LA bar filled with war veterans. An irascible man in a wheelchair – THE COLONEL – sings karaoke to "Hound Dog." The Colonel motions for Duke to join him on stage; Duke begrudgingly obliges. Together they finish a painful rendition of the Elvis classic. Afterwards, The Colonel proudly introduces Duke to other vets as his son. When they're alone, though, the Colonel is disappointed about Duke's refusal of the special unit assignment. Duke reminds his dad the only reason he transferred from the Green Berets to the Guard was to be closer to The Colonel after his accident. So far Duke has no regrets – he loves working with Graves, Laz and Shelly – but protecting aliens is not what Duke signed up for. His anger rising, The Colonel reminds his only son why he was even chosen for the position: because he was raised to be a good solider. The Colonel gave his heart and his legs to this country and never complained, and Duke will damn well do the same. Duke tries to protest but The Colonel barks: "That's an order!" End of discussion.

A BLACK HELICOPTER flies over the Mojave Desert. Inside are Graves, Duke, Laz and the other twenty members of the "special unit." Graves speaks privately with Duke, acknowledging his reservations about this job; Grave has them too. But if Duke can learn to "play the game," then someday he'll be General. As for Duke's concerns about Shelly, the General insists Duke's own father would have done the same thing. In the military you're a soldier first, a father second.

As the chopper passes over the UFO crash site we see that a whole structural extension of the China Lake Base has been built *right over the craft impact zone*. Laz comically wonders aloud why it is an alien race can navigate all the way here from some faraway solar system... and then not be able to land their damn ship? They're probably

just teenage aliens, he jokes, joyriding their parents' UFO. Despite his misgivings, Duke has to smile at that one.

"An ecological bailout..."

As The Black Helicopter sets down at the China Lake Naval Weapons Base, we cut right into a short 'n slick P.R. video on the history of "Project: Bright Skies." Through a narrated montage of archived China Lake videos we learn:

Two aliens were rescued from the UFO crash site. Over the last 14 months the captive aliens and remnants of their craft have been studied by our greatest minds. The original intent of the project was to glean new weapons tech from the wreckage, but it was the occupants themselves who have proved to be most valuable.

The two surviving aliens, named "Adam & Eve," are a hybrid species, most similar to bovines (ruminants) in demeanor and intelligence. Deemed harmless by scientists, the two creatures were bred and produced 37 offspring. It was soon discovered these amazing creatures actually feed on what humans consider pollution.

Codenamed HVR-37 ("Hazardous Waste Vaporizing Ruminant") the aliens inspired Project: Bright Skies, a plan to release them into Los Angeles and let them clean up the city. If it works, this "ecological bailout" can be implemented in other environmentally challenged states... eventually allowing the U.S. Government to license the program to other countries to pay down the national debt.

This video briefing, shown to Graves and his team, comes courtesy of Ron Trask. We now learn he's a former Defense Industry lobbyist who now works for the Pentagon. As

we got a taste of earlier, Trask is a charming, smooth-talking bureaucrat who knows how to play hardball. According to Trask, Graves' special unit will be called The A.D.F. – The Alien Defense Force – and their job is *to protect and serve the aliens*. Trask assures the soldiers that history will record their heroic efforts as a positive turning point in the 21st Century.

As the ADF is taken inside the Bright Skies building, where they get their first glimpse of the massive UFO half-submerged in the desert, Duke is skeptical and voices what others on the special unit are thinking: everything about Bright Skies sounds too good to be true. "How do you know," Duke asks, "this isn't all part of some alien invasion plot?" Trask is patronizingly polite, understanding how the military necessarily sees everything as a threat. But scientifically speaking, there has been much research done on how the aliens crashed and the theory is this: the aliens were "space chimps," like the first NASA launches, and the craft's Auto-Pilot System simply malfunctioned. Presuming a global invasion by a handful of aliens is *pure science fiction*. The fact is, Duke's job is to enforce the A.D.F. protocol, not to analyze the program. Bright Skies was not launched on a whim. It is actually the brainchild of a Nobel Prize winning bio-chemist...

The A.D.F. is taken to the lab where thousands of aliens are being raised. Trask introduces the "father" of HVR-37, the brilliant-but-volatile French ex-patriot, DR. HENRI GAUMONT. Called upon by Trask to explain how the aliens function, Gaumont stumbles through his presentation, clearly drunk. An embarrassed Trask soon cuts off Gaumont, assuring Graves and his men that how the aliens work isn't really important to the A.D.F. What is important is that Graves and his men treat the HVR-37 like the priceless military assets they are.

When the A.D.F. team is gone, Trask asks what the hell is going on with Gaumont? The Dr. concedes that he's having doubts about Bright Skies. Trask is furious, reminding Gaumont this program was his idea. It took Trask six months – personally staking his reputation – to sell the Powers That Be. While they talk, a female LAB ASSISTANT feeding the aliens calls for help! It's a scary scene with one alien – more hunched and

ferocious than the rest – on the attack. Gaumont and Trask rush to help but are too late: the assistant is dead, mauled by the alien in its hunger for toxic waste. An emotional Gaumont says this is why he has doubts. Because some aliens are mutating or something... he can't explain it. Trask coolly kills the alien, then orders Gaumont to get his shit together. It's his job to select only the harmless aliens to assimilate into the public. If Gaumont screws up, Trask will make sure the doctor is ruined.

"Oh, thank heaven for HVR-37!"

On media screens all over LA a new Public Service Announcement evangelizes the virtues of Project: Bright Skies with happy humans, harmless aliens and a jingle whose chorus is: "Oh, thank heaven for HVR-37!" The transitions us to:

The eve of Bright Skies' launch. In a TV debate, a Scientist argues these aliens are nothing new – Asian Oysters perform similar toxin filtration underwater; another Scientist cites foxes introduced to Australia last century as a tragic example of ecological imbalance. This debate is paused on screen and a sexy, Latino "Nightly News" reporter, SYLVIA VALDEZ, turns to her guest, Los Angeles Mayor, CAROLYN McGRATH. In this "exclusive" interview, Valdez asks the Mayor to respond to Bright Skies opponents who call this a dangerous "quick fix."

Idealistic and determined, McGrath says fear of the unknown scared her at first too; she's married and mother of two young kids. But it was her 4 year-old daughter who said releasing the aliens into LA is "like putting ladybugs in a garden." Valdez asks McGrath if her approval of this program was in any way forced upon her? After all, she's a former high school principal who ran her dark horse campaign on the precepts of "All I Really Need to Know I Learned in Kindergarten," so she's a little out of her league here. McGrath bristles, saying she's no more out of her league than Valdez, a street reporter interviewing the Mayor about a revolutionary environmental program. "But this isn't about us," McGrath says, skillfully re-directing the conversation, "this is

about the will of the people. Who voted to approve Bright Skies by a 61% margin." And just to give us an idea how popular the program is among the public, school children have even nicknamed the aliens "Hoovers" and made them their school mascot.

During a commercial break from the "live" telecast, McGrath drops her smile and unloads on Valdez: "What's with the ambush, Sylvia?" Valdez hits back with insinuation: "If I pull any punches somebody might think there's something going on." As the break ends, McGrath regains a smile and explains how the Bright Skies plan was vetted by an international panel of experts. The aliens will be released into areas of "high toxicity," but like any creatures indigenous to Los Angeles (raccoons, possum, etc.) they will be allowed to roam. An "Alien Quarantine Zone" around LA County is simply meant to maintain a controlled area for measuring pollution levels. McGrath knows the international community is watching. When — not if — this pilot program works, Los Angeles will be seen as the epicenter of a new kind of earthquake. Not one that devastates, but one that shakes up the status quo and rejuvenates the ecology and the economy. During this interview, we reveal Trask watching from the wings, miming McGrath's answers — clearly he put the words into her mouth.

As McGrath gives her wrap-up statement, we see a MONTAGE of the first couple weeks of alien assimilation into LA. Some highlights:

- ♦ Aliens "grazing" in highly toxic areas away from people
- ♦ ADF agents relocating aliens that roam outside the Quarantine Zone
- ◆ Tourists taking pictures of the creatures venturing into the city '
- ◆ A pollution meter in Pershing Square showing decreased levels
- "Alien Crossing" signs in busy parts of town
- ♦ An ADF agent ticketing a driver who has run over an alien
- ♠ A group of kids teasing an alien with a water hose
- ♦ A local news crew reporting on increased alien road kill
- ♦ The pollution meter showing further decreased levels
- ◆ Drunken teenagers arrested by Duke and Laz for shooting an alien

"I woulda dun sam thng"

After their arrest of the teens, Duke and Laz cruise through South Central LA in their ADF vehicle. The radio is on and a caller rants about the aliens. It was one thing when you never saw them, but now they're all over... and the aliens reek! The Show Host retorts that while the Hoovers do expel a nasty odor, their gas does not damage the environment like methane from cows. A little stink is a small price to pay for clean air, right? Laz jokes that LA's honeymoon with the aliens is over. Another month and they'll be less popular than the Clippers...

Duke finally speaks up, saying what bothers him most about the Hoovers is how they congregate in lower-income areas where there's more trash and toxins. As if the people living here don't already have it bad enough, now they've got to deal with these stinking aliens – Didn't somebody realize this would happen? Laz can't believe Duke's so naive – of course the Powers That Be realized it. How do you think Bright Skies got approved by civic leaders in Beverly Hills and Bel-Air?

During this conversation Duke and Laz's vehicle is nearly broadsided by an out of control GARBAGE TRUCK! Laz says he saw a Hoover in the truck cab... and he's not joking. The ADF agents pursue the Garbage Truck, which eventually crashes into a warehouse! A DOZEN WORKERS scatter as the truck plows through what turns out to be an illegal auto "chop shop." When the truck comes to rest there are a PACK OF MUTATED ALIENS on the vehicle – one in the cab has killed the driver, three more in the rear are feasting on waste!

As Duke and Laz arrive on the scene the auto-workers are trying to repel the aggressive aliens with tools. While Duke helps the auto-workers Laz calls the situation into ADF headquarters – he says the aliens are rabid and wants permission to kill them. But Graves reminds him protocol says to contain any abnormal creatures and bring them in for study. Laz hangs up just in time to save Duke from a lunging alien! But in so doing,

Laz leaves himself vulnerable to another alien that bashes him into some auto equipment... where a burning welder's torch STARTS AN OIL FIRE that quickly consumes Duke's best friend! Duke tries in vain to save Laz but fails. With the whole warehouse going up in flames – and several auto-workers still under siege by aliens – Duke angrily calls into HQ for back-up! Graves tells Duke to capture an "abnormal alien" and bring it to HQ. Duke insists that people need help but Graves orders him to leave – alien safety is your jurisdiction. Police and rescue are already en route.

Per protocol, Duke shoots an alien with a tranquilizer and hauls it out to the ADF vehicle. He can hear distant sirens coming, but he can also hear the SCREAMS of people still trapped inside. After a few moments of indecision Duke ignores Graves' order and runs back inside. Stepping over dead bodies, it looks like Duke's too late. But at the last second he spots one of the auto-workers cornered by an attacking alien. Duke kicks the alien into the flames – the toxic-filled creature EXPLODES IN A FIREBALL! – and carries out the dazed worker.

In the smoldering aftermath a local news crew arrives headed by Sylvia Valdez, who prides herself on being first on the scene. She interviews the auto-worker Duke saved – KENO, a streetwise hip-hopster. Keno tells Valdez about the "fugly" aliens that tried to whack him. T hese things weren't Hoovers – they were "Toros," like hungry-ass lawnmowers. Valdez approaches Duke, who solemnly watches Laz's charred body being taken away. She says she's been trying to break a story about hostile aliens for days – based on a couple unconfirmed reports – and asks Duke if he'll go on the record to validate what Keno said?

At her apartment Shelly watches Duke's answer on the TV Nightly News. Speaking with seething emotion, Duke confirms the aliens attacked. He'd heard recent reports about alien hostility, but nobody at the ADF believed them. Selfloathing starts to take over as Duke confesses there was nothing he could for Laz... but he could've saved more people if he hadn't saved a damn alien first. Shelly angrily throws the remote at the wall, then picks up her cell phone...

As Duke arrives at ADF HQ in downtown LA he gets a text from Shelly: "I woulda dun sam thng." When Duke enters the office team members offer condolences about Laz. Duke enters Graves' office to find the General getting chewed out over via videophone by Trask. After the call Graves tells Duke it wasn't easy, but he convinced the Pentagon that Duke should only be put on probation. Next time, though, he <u>must</u> follow protocol and refuse speaking to the media about ADF affairs. Duke promises there won't be a next time – *he resigns*.

"A good solider always fights back."

Laz's military funeral is televised for P.R. reasons. After Graves says a few profound words Trask takes the podium and begins his media spinjob by hailing the fallen solider as a hero for giving his life to save aliens from a burning building. Duke, grieving off by himself, can only take so much crap. As soon as the 21-gun salute starts, signaling the end of the ceremony, Duke heads for his truck. But the ravenous press mob him, asking: "Is it true you deserted Laz?" and "Was that 'killer aliens' story just a cover-up for your negligence?" Duke looks like he's going to kill the reporters, but he somehow maintains control and doesn't dignify the questions with a response. As he walks, we transition to:

A MEDIA MONTAGE demonizing Duke in the press; they've even dug up a fight he had in high school. Keno Williams is also debunked, cited as a career criminal whose testimony was probably bought by Duke. As the press dogpiles on Duke Harris, we reveal he's now in his apartment, drinking and subjecting himself to this character assault. "Bring it on," he mutters.

A knock on the door draws Duke's ire – he thinks it's the press, tells them to go to hell. But it's The Colonel come to smack some sense into his son. The old man tells him this is no time to wallow in self-pity – "If I had my legs I'd kick the piss right out of you," The Colonel warns. "Wish you could," mutters Duke, "I deserve

it." Now The Colonel is mad. He's not worried about that horseshit on TV, but he is worried Duke's starting to see himself as a victim. Now Duke is mad too. Says he is a victim. Of a broken system and a corrupt bureaucracy. The Colonel is relentless, insisting Duke is under attack and needs to set the media straight – both their reputations are at stake. "A good solider always fights back!" The Colonel insists. Duke counters – "A good soldier doesn't take a bad order." And that's what Graves gave him the night Laz died. But Duke doesn't blame Graves, he blames himself for "playing the game." "No more," says Duke. He's tired of the military, the bureaucracy and the bullshit. He's going to fight back. But he's going to do it his way, and he tells The Colonel to leave. When his dad doesn't move, Duke holds firm: "That's an order." Sensing he suddenly doesn't know his son, The Colonel silently wheels himself out.

We find Sylvia Valdez and her news crew racing across town, breaking traffic laws at her behest, chasing a tip on a "killer alien" story. When they arrive at the scene they find Duke (he's the one that called in the fake tip.) Valdez is livid, but Duke makes her a deal – he'll help her break the story... for a favor.

"If you think they're bad now, you wait."

In his South Central crib Keno is destroying his posse at poker. On the TV is a Nightly News report that Shelly Graves has replaced Duke Harris as team leader on the ADF. In the interview Shelly looks forward to working with her father. Keno and his buddies trade lewd thoughts on how they'd like to work with Shelly. Then Keno sees Duke on TV. We see Sylvia Valdez' pre-recorded field report:

A new business has sprung up in Los Angeles: "Alien Extermination." Valdez introduces former ADF agent, Duke Harris, wearing shades and army fatigues. He tells Valdez that, despite what the media says, he knows the aliens can be dangerous. He can't do anything inside the Quarantine Zone, but he's studied the ADF's Charter and found a loophole: outside their

protected area aliens are fair game. So if anyone encounters a hostile alien, Duke will exterminate it. Valdez asks Duke how he would handle the aliens if he were in charge? Duke: "Me, I'd nuke 'em." V aldez concludes with: "You heard it here. Duke Nukem – Alien Exterminator."

As Keno and his buddies crack up — "I'm missing the joke," Duke deadpans while stepping from the shadows. Duke is here to call in a favor for saving Keno's life. He wants weapons — automatic, silenced and equipped w/thermal scopes. Keno orders his posse to show Duke the door, but Duke easily takes them out, trashing the place. Keno tries to bolt but Duke slams him against the wall and recites his rap sheet, everything from grand theft auto to arms smuggling; Keno wasn't just working in the chop-shop — he owned the place, he's got skills and connections. Duke has no interest in arresting Keno, but if he doesn't get him what he wants, he'll redecorate Keno's crib... in red. Keno smiles, despite his lack of oxygen, and asks: "How 'bout I throw in some ammo?"

At Duke's apartment an ADF team, led by Shelly, busts in and finds Duke is already gone. Shelly is clearly ambivalent about having to arrest Duke, but then she finds a sarcastic note on the fridge to the ADF: "Wasn't expecting company. Hope you don't mind leftovers." Inside, Duke has left his former team a ROADKILLED ALIEN and a bottle of ketchup. Now Shelly's competitive juices are churning and she vows to bring Duke's ass down.

Patrolling the streets, on the hunt for killer aliens, Duke gets his first call for "Duke Nukem." It's a man's voice (clearly filtered) telling Duke that he knows what he's doing – looking for evidence to blow the whistle on the aliens. Well, this man can help and proposes they meet at a designated location...

Duke arrives at a strip club where a strange man sidles up next to him – <u>it's Dr.</u>

<u>Gaumont in disguise</u>. Gaumont is paranoid, believing no one will suspect he'd come to a place like this. He passes Duke a note with a web address, claiming

he's posted evidence on his ornithology site. Seeing Duke's puzzled face, Gaumont assures him it's not perverted – *it's bird watching*. As for the aliens, Gaumont says he was wrong about them: their change is not a random mutation, but a biological metamorphosis. Gaumont: "If you think they're bad now, you wait." Duke is suspicious of Gaumont's motives. The Doctor swears he'd blow the whistle himself but... *Trask is blackmailing him*. Gaumont is too ashamed to say with what, but insists that Trask has dug up dirt on Gaumont, Mayor McGrath and others needed to launch Bright Skies. The scene ends when Gaumont requests a lap dance – "Don't want to blow my cover," he whispers to Duke.

"Are the aliens actually a Trojan Horse?"

At an all-night net café Duke goes online at www.birdingwithgaumont.com1. A website Gaumont's launched for the purpose of disseminating evidence. Along with classified documents detailing the history of Project: Bright Skies, Duke finds Gaumont's most recent findings, "HVR-37: An Evolution Projection." Duke plays the multi-media presentation that explains how he has discovered a "second phase" to alien evolution, a radically accelerated process. Initially Gaumont thought this stage was merely a mutation or anomaly, but it appears that with increased intake of pollution the aliens transform into a larger, more aggressive and-more intelligent creature. The difference, he says, between Phase 1 & 2 aliens is akin to the difference between human toddlers and teenagers. But most disturbing is that this evolution trajectory projects there will soon be a Phase 3 – adult aliens. And if the pattern of biological advances from Phase 1 to 2 continues this will make Phase 3 a bi-pedal creature with more strength and intelligence than humans. Gaumont's hypothetical CG animation of what a Phase 3 alien might look chills even Duke: "We're fucked," he mutters.

As Duke drives into San Pedro we hear the remainder of Gaumont's download in VOICE OVER. Gaumont says the reason Phase 2 aliens are hard to find in the

¹ To access the secret areas of this site you will need to find the Yellow-Billed Loon in the Kern River section, then enter the following information: username / friendofmojave password / eyesopen

city is that once they get a taste for chemical waste, they don't go back to garbage. Chemical waste sites is where Gaumont predicts Duke will find Phase 2 aliens. In summary, Gaumont wonders if we have turned these aliens into monsters with our pollution? Or was the UFO crash a *deliberate maneuver*? "Are the aliens actually a Trojan Horse?" A sobering thought either way. By the end of Gaumont's message we reveal Duke at a PETRO-CHEMICAL WASTE SITE, where he's joined by Keno (w/weapons) and Sylvia Valdez (w/camera.)

Valdez is down with Duke's plan to find, capture and film definitive evidence of a Phase 2 alien because, well, she just got fired from her job for "editorial bias." (Translation: telling Duke's side of the story) Keno says "three <u>ain't</u> company" and tries to leave, but Duke stops him. "Come on, man." Keno laments. "These are new threads." Duke lost his job saving a criminal, and now Valdez lost hers trying to help him get the truth out. Time for Keno to make some sacrifices — beyond his sweat suit — and pay back society for a life of crime. Keno claims it hasn't been his *whole life*, just the last few years when the economy went south. Duke just hands him a weapon. Keno talks a big game, but he's more Huggy Bear than Snoop Dog so he accepts the weapon and stays safely behind Duke.

The trio infiltrates the Waste Site. Recording the action on videodisc, Valdez suggests Duke lighten up, be more charming; he says that's not really his style. They spot a large PACK OF PHASE 2 ALIENS dining from a toxic vat. As they move in to capture one Keno's *cell phone rings* and the aliens are alerted. With Valdez still filming the trio narrowly escapes the aliens... only to be apprehended by over-zealous WASTE SITE SECURITY. Duke tries to convey the urgency of the situation, but it's too late – the aliens attack and kill the Site security men! Showing cunning, the aliens divide and try to conquer the humans. Duke takes care of himself with extreme prejudice then swoops in to save Valdez. When they find Keno he's dangling precariously over a toxic vat. He refuses to have Duke save him, wary of what else he'll owe. So Valdez does the honor and asks only one thing in return: Keno must stop calling her "Puta."

Outside, on Duke's truck bed, the trio performs an AUTOPSY on the alien. Inside the stomach, caked in toxic sludge, are the partial remains of a HOMELESS PERSON. This means these creatures will *purge the planet of anything* – even humans – filled with chemicals. It looks like a breakthrough, the evidence they need, but that's when the ADF swarm the scene...

Shelly leads a small unit of Duke's former teammates. She followed Valdez here and is clearly jealous of the sexy reporter. Shelly orders her unit to confiscate the alien and the video camera. As they do so, Duke congratulates Shelly on her new position, but tells her she's fighting for the wrong side now. Shelly won't take the bait – she's finally learned to be a good soldier. And that means bringing Duke to justice. But as she tries to personally arrest him, Duke breaks free and "borrows" Shelly's impromptu bomb recipe – wryly thanking her for the idea – and BLOWS THE WASTE SITE SKY HIGH! The resulting diversion buys Duke just enough time to escape with Keno and Valdez.

"Just cause it's illegal don't mean it's gotta be free!"

The trio returns to Keno's crib where Duke informs his new roommate that he's moving in. Keno is predictably inhospitable, so Duke suggests he move out — that shuts up Keno. Valdez pulls out the first videodisc they filled at the waste site — the disc Shelly didn't know to confiscate. Valdez wants to take the disc to Mayor McGrath, with whom she has a *personal relationship*... but when reviewed there isn't enough clean footage to serve as the evidence they need. Duke notices something, though, in the background of a shot: one of the Phase 2 aliens appears to be eating some part of a dead alien. Keno can't believe it — the damn things are cannibals too? Duke doesn't know but he's got more than 20 messages on his cell phone for "Duke Nukem." There's work to do...

TRANSMEDIA MONTAGE of Duke and Keno performing alien exterminations outside the Quarantine Zone. Valdez records these escapades then posts videos on the internet. Using her media savvy, Valdez creates a YouTube Channel, a FaceBook fan page and Twitter account for Duke Nukem. One of his videos goes viral – passing through multiple mobile devices until it takes us to:

ADF HQ, where Trask is skillfully spinning Graves and the team. The program is a huge success – pollution levels are down and the Pentagon is pleased. Yes, there are "a few bad alien apples" out there, but nothing to be alarmed about. "It's more than a few," Shelly says. The General tenses and glares at his daughter, but Shelly slides Trask her cell as evidence. On the device is Duke's latest VIRAL VIDEO. Duke, in camo, shades and carrying a bigass gun, stands in front of a pile of 30 DEAD PHASE 2 ALIENS... that he then sets ABLAZE. "The only good alien is a dead alien," Duke says. Worried Duke is threatening the entire program with his anti-alien propaganda, Trask threatens to bring the Feds in to take over and impose new laws. Graves points out that Duke is smart guy – he knows a move like that will take weeks and by then he'll probably have killed most of the aliens. Enraged, Trask orders the ADF to forget protecting the aliens – "You're number one priority now is stopping Duke-fucking-Nukem!"

On the Nightly News the "official" response to Duke Nukem is that his videos are all fake, debunked as a "CGI trick" by some Hollywood EFX master, and called the work of a deranged and dangerous man. There is even a \$50,000 reward for his capture. Despite this – or maybe because of it – Duke Nukem has become an overnight internet celebrity. And his infamy is producing "copy cat" crimes. In the last 48 hours the arrest rate has tripled for citizens following Duke's lead and fighting back against hostile aliens. This TV newscast transition us back to:

Keno's crib, where the TV broadcasts the same news. We find the three erstwhile partners taking a break between jobs. While Valdez showers and Duke cleans his weapons Keno pitches Duke on ways to cash in on his newfound

fame. First, they should charge for every alien kill. Second, the merchandising possibilities are huge. Third, there's gotta be a videogame deal out there for a badass alien killer! Duke rejects it all. He's not in this for the money or fame. He's just trying to do the right thing, even if it is illegal. Keno's pissed: "Just cause it's illegal don't mean it's gotta be free!" The conversation is interrupted by a call for Duke Nukem. It's a strange voice, saying: "Hurry! It's an emergency!" Ever the trooper, Valdez jumps out of the shower half-dressed, turning both Duke and Keno's head. "Please tell me," Keno says to Duke, "that you ain't doing this for the chicks either." Duke smiles – he's starting to like Keno.

"One thing's for sure – they can't drive worth a shit."

Duke drives Keno and Valdez down to the LA River where the emergency call came from. They are taking a risk working inside the quarantine zone, but Duke doesn't care. Wandering from the car, weapons at the ready, Duke leads his team along the embankment in search of the caller. After a few minutes they find a parked car, its headlights on. Inside the DRIVER IS BEHEADED, his skull laying near the cell phone where the call to Duke Nukem came from. Duke realizes it first – *this is a trap!* A DOZEN PHASE 2 ALIENS emerge from the shadows, surrounding our intrepid trio. One of the aliens is actually walking (albeit awkwardly) on two legs – an emergent version of a Phase 3 alien. In its bizarre language the Phase 3 orders the Phase 2's to attack –

- "In the car!" Duke yells. They all dive into the car where Keno, much to his displeasure, ends up with the severed head in his lap! Duke plows over the aliens and smashes through a fence down into the cement riverbed. But that is exactly what the aliens want. This is more than a trap... *it's a full-scale ambush*. And what follows is a wild chase through the LA River where the aliens seem to be waiting at every turn. With a roadblock, or a flash flood of water, or Duke's own truck – driven (badly) by the Phase 3 alien – ramming him at high speeds!

The only reason the trio survives is that Duke, in a last ditch gambit, deliberately PLOWS HIS SMOKING CAR into one of the large ELECTRICAL TOWERS along the embankment... TOPPLING THE STRUCTURE AND ELECTROCUTING the army of pursuing aliens in the flooded riverbed!

Shelly and another ADF agent question a HOOKER who claims she just saw Duke Nukem. But the ADF agents are pointed in the wrong direction, allowing Duke – with a thankful wink to the Hooker – to sneak into another strip club. This time Duke's a celebrity and all the girls flock to him. Duke appreciates the hospitality, but he's here on business, much to the girls' disappointment...

Duke finds Gaumont (wearing another kooky disguise) in a private room with several women; an embarrassed Gaumont claims he's only hiding in here because it's not safe in the front room. After the girls are gone Gaumont reviews the videodisc (from the Chemical Waste site) showing that "cannibalistic" Phase 2 alien. Gaumont explains how the alien is consuming the "brain pod" of its dead brethren. This second, smaller brain contains the memories of each alien. Unlike humans, who pass genetic information from generation to generation, the HVR-37 pass their intel to other aliens the moment they die – it's how the living aliens learn where to find food... and who their enemies are. It's weird but, hey, they're aliens. That explains for Duke how and why he was ambushed him at the LA River – the aliens have pegged "Duke Nukem" as their enemy. Gaumont suggests that Duke not just kill the aliens, but also destroy their brain pods. Still, it's only a matter of time before the Phase 3 aliens emerge and who knows what they are capable of. As he leaves, Duke deadpans: "One thing's for sure – they can't drive worth a shit." Gaumont is stunned: "You saw one? Driving!?"

"Trask will stop at nothing to keep Bright Skies alive."

Back at his crib Keno's turned the heat way up to get Valdez down to as few

clothes as possible... and it's working. They're watching the latest TV coverage of the alien situation. Mayor McGrath, looking haggard, is on the defensive. Approval ratings on her and "Project B.S.", as it's now being mocked, have reached new lows. If she still supports the alien presence in LA, why did she send her husband and kids to Arizona yesterday? Because she's worried about their safety? McGrath tries to tow the party line but we can see she's cracking...

Just as Keno's making a move on Valdez, Duke enters and announces he's moving out. Keno, still feeling it, asks if he could leave <u>now</u>. But Valdez wants to know why? Duke explains it's not only the ADF after him, but now the aliens are too. The extermination business is too dangerous so he's going it alone. Keno can't believe it – just when this shit was getting fun...

Valdez stops Duke at the door — "This is bullshit." One man can't stop these aliens. Duke vows to die trying. But Valdez has a better idea. Like she told Duke earlier, she knows Carolyn McGrath. The Mayor is a smart woman, a good woman. If Duke shows her all the evidence they've got, she'll pull support for Bright Skies. Duke says it won't work — Trask is blackmailing her. Valdez knows all too well. Turns out, before McGrath was married she went through an "experimental" phase. And met Valdez at a club. Keno is drooling: "Please tell me you filmed it." Valdez did, and she used the video to leverage her "exclusive" interview with McGrath on the eve of Bright Skies. Obviously, Trask found out about the video and is holding it over McGrath. Valdez isn't proud of what she did, but that's why she's helping Duke — she holds herself partially responsible for this whole alien mess. So Valdez re-iterates: "Just show Carolyn all the evidence we have and she'll do the right thing." With that, Valdez hands Duke her cell phone containing the X-rated video...

The Mayor's home is well-guarded, but Duke makes short work of the SECURITY PERSONNEL and infiltrates the THREE-STORY HOME. McGrath is in bed, passed out on sleeping pills, when her TV comes on. She stirs, sees the

"experimental" video playing, then notices a shadowy figure in the room. She thinks Trask sent them to shore up support. But Duke emerges from the shadows, stopping the video before it gets really embarrassing. He tells the Mayor that Sylvia Valdez sent him. To hand over the video so the Mayor can do the right thing. Alarmed by Duke's presence, McGrath checks outside to see her security personnel unconscious. She wants to know what Duke wants? He says a new Charter for the ADF so they can protect the people, not the aliens. McGrath refuses to be leveraged by Duke, or Trask or anyone. She is tired of the lies and vows to come clean in the press. Suddenly, a sound is heard outside the bedroom. Duke thought she was alone? She thought she was alone too...

SMASH! The bedroom door busts open to reveal a house swarming with PHASE 2 ALIENS. Duke and McGrath take cover in the bathroom. At first Duke is apologetic, thinking the aliens followed him here. But McGrath spots a CHINA LAKE TRUCK leaving the scene. Duke voices what's becoming all too clear – "Trask will stop at nothing to keep Bright Skies alive." Too much money at stake. Duke tells the Mayor to lock herself in the bathroom while he clears out the aliens. But McGrath grabs one of Duke's weapons – "I was a high school principal for 10 years in South Central. I can take care of myself." Duke blasts a hole in the bathroom floor, just as the aliens bust through the door, and the dynamic duo goes on a shooting rampage on their way to the ground level. Along the way, Duke STOMPS on alien "brain pods," producing a satisfying crunch. Halfway downstairs the HOUSE CATCHES FIRE! But before they can escape McGrath stops to save a framed family portrait. This detour costs her as an ALIEN ATTACKS from the blindside. Duke saves the Mayor and hauls her outside as...

...SIRENS are fast-approaching. The Mayor is badly injured but insists Duke leave before he's caught. After what they've just been through Duke's proved his true colors to the Mayor and she promises to write a new Charter for the ADF. Duke waits until the ambulance is in sight then disappears into the darkness.

"Who's with me?"

Meanwhile, at a high-level video conference between China Lake and the Pentagon, Trask is on the hot seat for the recent P.R. problems with Bright Skies. But Trask focuses on the positives: they have four countries lined up to license the aliens. As for these so-called problems, Trask blames Gaumont for not warning him about the Phase 2 aliens. Unfortunately for Trask, Gaumont covered his ass and personally sent each of the D.o.D. officials a copy of Gaumont's "Evolution Projection." But Trask explains how, at the time, Gaumont's report was just science mumbo jumbo – the man was drunk and had *no hard evidence*. Besides, says Trask, so what if the aliens are changing? Maybe they're changing into something more valuable... like a bio-weapon. The upshot of the meeting is that Trask is given one more week to shore up the Bright Skies project.

At ADF HQ, the latest news plays on TV. Mayor McGrath is in critical condition at the hospital due to injuries sustained in a fire at her house. Witnesses place "Duke Nukem" at the location, implicating him in the incident. This newscast is watched in disbelief by Graves who is reporting to Trask. His team's been scouring the city but Duke is always one step ahead. Trask sardonically points out how Duke's "out of the box" thinking, which the General called a virtue, is now biting them in the ass. During the call, Graves has to hang up when several agents bust in, trying to stop The Colonel from entering his office...

Graves has heard about The Colonel from Duke, so he's not surprised by the old man's proposal: if the Colonel brings his son in without incident, Duke must be spared a court martial. Graves doesn't believe it's possible – Duke's a lost cause. The Colonel blows up and quotes Duke: "Duke's a good soldier who took a bad order! And that bad order came from you!" But The Colonel is quick to concede that he also blames himself for this mess, for pushing his son too hard. Just then there is a commotion in the ADF lobby...

Into the lobby walks Duke. Surrendering to Shelly and the rest of the ADF team. Graves looks at The Colonel, who would like to take credit for this but he had nothing to do with it. Duke calmly tells the group everything's going to be fine. The Mayor is going to rewrite the ADF Charter, allowing them to take out the aliens and shut Bright Skies down. This news is greeted with excitement by the team. But Graves says it's not enough. It will take a couple days at least to get the Charter officially ratified. And Graves just received word from Trask that a huge new batch of aliens will be released into LA tomorrow morning.

Just like that all Duke's momentum is gone. In a show of compassion, Graves tells Duke he'll let him go. This time, though, he better leave the country because Trask is pulling out all the stops now to catch him. But Duke ain't running, he's going to storm China Lake and wipe out that new batch of aliens before it's too late. Duke: "Who's with me?" At first, everyone thinks he's crazy. But The Colonel backs his son. Prompting Shelly to join the cause. Graves angrily tries to talk sense into her, but she fires back – "You always wanted me to be like Duke. Well you got your wish." Now a few more ADF members join Duke, The Colonel and Shelly. Graves stubbornly won't bend, and neither will those most loyal to him, but he wants Duke's team to at least put up a fight. So he opens an AMMO STASH in the rear of the ADF – it's loaded with coolass PROTOTYPE WEAPONS. See, Graves always suspected the aliens might become a problem and called in a favor from an old buddy at DARPA just in case...

"What happens in China Lake, stays in China Lake."

Under a full moon a car drives the desert road to the China Lake Base. At the wheel Gaumont looks frazzled – "This is suicide, you know." He's talking to the backseat from where Duke points a gun at his head. Duke says he'd rather be dead than living on a planet infested with stinking aliens. (Note: *This scene has an "over-acted" quality to it for reasons apparent soon*.) Gaumont wishes it were

as simple as just driving onto the base and wiping out the HVR-37, but Trask is too smart. How he hunted down Gaumont's former assistant and paid him to tell about the shortcuts they took on their Nobel Prize winning research...

...the scene continues from a HIDDEN CAMERA point of view. Inside Trask's office at China Lake. He watches the surveillance footage on his handheld device as Gaumont finishes his speech: "Trask knew how scared I was, to lose the respect of my peers. You could dismiss him as opportunistic or ruthless, but I say he's more than that – *he's evil incarnate!*" Trask smirks – obviously the good Doctor's been drinking again. As Trask calls the Base Main Gate...

At the Base Main Gate, a Security Guard is about to wave Gaumont's car through the "Employees Only" lane... but another Guard hangs up the phone and orders the car stopped. The two Guards pull their weapons and apprehend Gaumont and disarm Duke. One guard escorts the prisoners onto the Base...

...the other Guard pulls Gaumont's car into a nearby garage. Where Shelly BUSTS OUT of the trunk and disables the Guard with pepper spray! Back at the Main Gate, Shelly (disguised in the Guard's uniform) wave through the first official EDF VEHICLE (with hand-painted alteration.) It pulls into the garage and out come The Colonel, Keno, Valdez and the ADF officers. Keno digs his new threads – an EDF uniform. Valdez, armed with a camera, broadcasts an internet "livestream" of their adventures at China Lake. It's suddenly clear to us: the Duke/Gaumont arrest was all a clever diversion.

Duke and Gaumont, both handcuffed, are brought into Trask's office. Trask gets off the phone with a shit-eating grin – Guess what? He just got permission to have Duke and Gaumont charged with Treason. "We're talking Death Penalty, fellas. How's that feel?" Duke says it feels good, knowing this was the only way. At that moment, The Colonel, Shelly and the others burst into the office. Trask can't believe the ADF's involved in this treachery. But Duke corrects him. There's a new Charter being drawn up as they

speak. This is the EDF – Earth Defense Force. All aliens and alien-sympathizers are now the enemy. But before Trask can be taken into custody he hits a concealed PANIC BUTTON. This sounds an "Evacuation!" alarm throughout the Base. Opening all access from the lower levels where the HVR-37 are being bred...

In the confusion Trask takes down one of the EDF officers, steals their weapon and takes The Colonel hostage. With new leverage Trask is able to walk out of the office and head for an exit. Duke isn't too worried about his dad, but he tells Gaumont to make sure Trask and none of the aliens get out alive – "What happens in China Lake, stays in China Lake.

While Duke, Keno, Valdez and the EDF descend into the Base to confront aliens, Gaumont gets to a Security Room and overrides the "Evacuation" alarm with a "Containment" code... just before Trask escapes. Now they're all trapped inside.

Running down a corridor, Duke and the EDF are filmed by Valdez. Shelly uses her demo skills to BLOW OPEN a sealed door, then asks Duke if he and Valdez are an item, not that she cares. Duke deadpans that Valdez is a little too kinky for him. The EDF is contacted by Gaumont via the intercom. He sees them on the surveillance system, and he sees there are hundreds of PHASE 1, 2 & 3 ALIENS loose in the facility. Strangely, the Phase 3 aliens do not appear to be trying to escape. In fact, they are headed to the lowest level – a restricted HANGAR where the cockpit of the submerged UFO is being studied. Duke suspects the aliens are going to use their craft to escape.

"I had it wrong - I'm a father first, a soldier second."

Back at ADF HQ, an anxious Graves watches the TV as the National News starts broadcasting Valdez' "livestream" from China Lake. There is word that the Pentagon has already dispatched the National Guard to the Base. Graves goes into the lobby and rallies what agents are left. He's going to do what he should've done a while ago and

help the EDF wipe out the aliens. One of the agents worries that the General is risking a 30-year military career. Graves: "I had it wrong – I'm a father first, a soldier second. My daughter needs me." While his agents load a vehicle with the rest of the prototype weapons... Graves strides to the front of the building, pulls out his service revolver and shoots up the ADF. The new sign crudely reads "E.D.F." Graves nods as he hops in the arriving vehicle and speeds off towards China Lake...

Trask, still holding The Colonel hostage, desperately searches for another way out. The Colonel takes great pleasure in regaling Trask with what Duke's going to do to his sorry ass when he gets caught. Trask takes out his aggressions on a bunch of Phase 1 aliens, massacring the lot of them. We see Gaumont is trailing Trask, collecting the BRAIN PODS of the dead aliens...

During their tactical infiltration of the lower levels of the facility Keno braves the tension by chatting up Valdez, asking if she's a "switch hitter?" Meanwhile, Duke and Shelly engage in a spirited competition to top each other in alien extermination game. Duke prefers his guns, while Shelly collects a bigger body count with EXPLOSIVES. Just when it looks like Shelly has the upper hand, Duke shoots open a toxic waste repository, draws the hungry creatures his way... then ignites the chemical lake and TORCHES THE ALIEN HORDES as they feed!

When Trask finally runs out of ammo The Colonel busts free and KICKS HIS ASS from the wheelchair! Gaumont appears and joins The Colonel, who wonders what they should do with Trask? Gaumont says it's only fitting *the aliens to decide*. He's left a trail of BRAIN PODS leading to Trask, drawing a menacing PACK OF PHASE 2 ALIENS. As Gaumont and Keno flee the scene... the aliens swarm Trask and EAT HIM ALIVE!

Down below, Duke and the EDF encounter the PHASE 3 ALIENS. Not only are these creatures armed with Base Security Weapons, they reveal how they enter the first "Restricted Acces" point. The PHASE 3 LEADER, dragging along a Base Scientist, RIPS THE MAN'S HEAD OFF... then rams his claw up the human's exposed throat,

turning the human head into a grisly hand-puppet. The alien manipulates the vocal cords to squeeze out the word that activates the *voice recognition software...* and opens the access door.

Gaumont and The Colonel man the Security Room and see on surveillance that Duke and the EDF are losing the race down to the Hangar. So they contact Duke and suggest a dangerous shortcut down the CENTRAL VENT SHAFT...

The Central Vent Shaft is every bit as treacherous as Gaumont warned, with MASSIVE FAN BLADES spinning at the deep base. Duke lays out the plan: he'll go the shaft alone, trying to cut the Phase 3's off before they reach the Hangar. Shelly, Keno, Valdez and the EDF will try to catch the Phase 3's from behind. Shelly objects, thinks she should go with Duke. Duke: "I'm going alone. That's an order." Shelly just shakes her head: "Forget it. That bullshit doesn't work on me anymore." Duke pulls her into a forceful kiss, making her swoon: "How does that bullshit work?" he deadpans. Then he asks her to make him a bomb...

"Nukem 'til they glow, then shoot 'em in the dark."

Duke rappels down Vent Shaft. Two Phase 3 Aliens attack. It's a balletic battle in mid-air. Duke nearly falls into the FAN BLADES, but catches himself at the last second... just as one of the aliens falls past him and get LIQUEFIED!

Shelly and the EDF catch up to the Phase 3 Aliens. As the creatures flee, they leave behind one of their human hostages. The injured Scientist calls out for help... but when several EDF agents get close enough, the Scientist EXPLODES! It was an alien booby-trap that blows our heroes in every direction. Everyone is either dead or unconscious. The Phase 3 Leader steps over Valdez, who wisely plays possum, and picks up the VIDEO CAMERA. Ramming its claw into the back of a dazed EDF agent, the Alien Leader uses the human like a ventriloquist

doll, squeezing the last bit of life from the agent, who tells the live TV viewers – by this time a global audience in the billions – that this "Contact with the Overlords is coming. Your end is near." Then the Alien Leader SMASHES the camera!

Meanwhile, Duke uses the delay created by the EDF to beat the Phase 3's to the UFO Hangar. Gaumont contacts Duke again, warning that it now appears the aliens are going to use the UFO to "phone home" and send reinforcements. Under suggestion from Gaumont, Duke searches for the POWER CORE on the craft. Although the China Lake scientists never understood how it worked they believe that core is as powerful as a *nuclear bomb*. So, if detonated with Shelly's bomb, it should wipe out the Base and the aliens with it. Duke tells Gaumont to get off the Base and take anyone still alive. Gaumont and The Colonel are going to go together but notice that external security cameras reveal the NATIONAL GUARD is arriving at China Lake. The Colonel suggests they split up – Gaumont will clear out the Base, while the Colonel buys his son some more time...

As Duke searches for the Power Core on the UFO, the Phase 3 Leader enters the Hangar. Using another human head hand-puppet, the Alien Leader warns Duke there will be no stopping their creators, THE OVERLORDS, once they arrive on Earth. The HVR-37 were only sent to seed the planet for an invasion. "The Overlords will enslave your males. Mate with your females to propagate their glorious race." Duke offers his own warning: "You're gonna need a Plan B."

Now it's a race for Duke to reach the Power Core and blow up the UFO before the Alien Leader can stop him. When Duke succeeds, though, he finds himself trapped inside the Hanger by a gang of Phase 3's. What follows is a ticking clock, ass-kicking ALIEN ASSAULT by the one-man wrecking crew known as Duke Nukem. When he's done, Duke rams the Phase 3's Leader's severed head on a makeshift pike. The alien sputters, barely alive, trying to curse Duke in its native tongue. "Next time," Duke tells the alien, "learn to speak English."

With the Power Core about to blow Duke races to the Vent Shaft and starts to climb out. It doesn't look like he's going to make it in time. But then a TOW LINE drops down next to him. At the top of the Vent Shaft is a hovering HELICOPTER. As Duke is reeled up to safety...

The Chopper piloted by Graves zooms away from the China Lake Base. Inside the Chopper are The Colonel, Shelly, Gaumont, Keno and Valdez (plus a few other Scientists and EDF officers.) The Colonel takes one look at his son... and salutes him proudly. Suddenly, the entire facility IMPLODES BELOW THEM! Turning what was once China Lake... into a massive, otherworldly SINKHOLE.

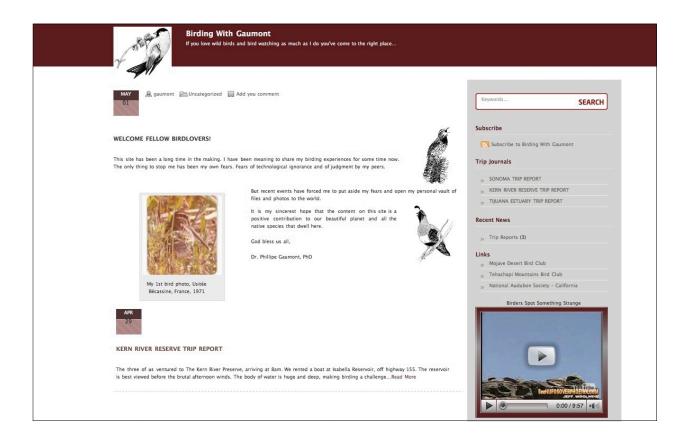
As the Chopper lands back at EDF HQ dozens of news crews await them, along with Mayor McGrath, who officially announces the formation of the EDF. In the triumphant aftermath, the Nightly News gives Valdez her job back. Graves offers Keno a job on the EDF, then gives his daughter an "I'm sorry" hug. The Colonel proudly tells anyone that will listen that Duke Nukem is his son. And every reporter wants a sound byte from Duke. "Hey Duke, if any more aliens show up," Valdez asks in her "exclusive" interview, "what are you going to do?" Duke thinks about it for a moment, then: "Nukem 'til they glow, then shoot 'em in the dark." The crowd erupts in CHEERS. The anti-hero has become mainstream.

OVER CREDITS we see the OVERLORD MOTHERSHIP in space. Scout ships (like the one that deliberately "crashed" in Mojave) are returning and reporting from other planets – nothing anywhere. But one of the hulking Overlords notices a signal. In subtitles we learn they have detected a Power Core just detonated on a puny planet called Earth. It was not the ship's crash that caused the explosion, that happened some time ago. Could be distress signal. A decision is made to investigate. And send an Extermination Squad... just in case.

IV. THE FUTURE OF DUKE NUKEM

The new Duke Nukem Universe represents the future of entertainment: transmedia storytelling. Media produced and distributed in 360 degrees, across all platforms and formats. Each content iteration is fractal -- unique but representative of the whole.

Baked into the Duke mythology is *the nexus for future development*. A fictional portal into the story world and an online platform on which to build franchise extensions. This portal -- www.birdingwithgaumont.com -- appears in the Feature Proposal as the repository of the alien backstory. As the "whistleblower" in the story, Dr. Henri Gaumont uses his personal bird watching website to archive evidence on Project: Bright Skies.



The classified evidence on this site -- Gaumont's alien autopsy report, Trask's initial Bright Skies proposal, etc. -- is exposed to Maj. Duke Harris as a way to reveal the

inherent dangers of the HVR-37 aliens. The revelations on this website compel Maj. Harris to take action... starting his transformation into "Duke Nukem."

Similarly, this site will be used to reveal the new Duke Universe to potential franchise partners. Through emails from Dr. Gaumont, partners will be invited into the alien conspiracy, offering them special access to *secret areas on the birding website*. To simulate a "real world" scenario, additional emails from an agent at the Office of Special Investigations will threaten legal action if the birding site is revisited. But, of course, it will be. As Gaumont will further entice partners with additional evidence, drawing them deeper into the new Duke Universe... until Duke Nukem himself contacts the partners and recruits them to join his alien resistance team.

This mechanism for fictional indoctrination can be leveraged in myriad ways: Firstly, as an *innovative marketing device* for any Duke property -- movie, series, game, etc. -- to offer a cool, immersive experience for fans; Secondly, as an *offline extension for gaming* experiences (platform or online) wherein bonus digital content is made available as achievement rewards; Lastly, as *the hub on an online Duke community* around which new content can be tested, developed and virally deployed.

Most importantly, Gaumont's birding site allows us to slowly and thoughtfully build a bridge between the new Duke Universe and the old Universe. The story of how the world -- and the characters -- evolve from the end of the Feature Proposal to the existing state of the franchise is unwritten. All we know is that the stage is set for another alien invasion -- potentially global, raising the stakes and the scope. Whatever choices are made, the opportunity to "fill in the blanks" between the old and the new Duke Universes provides limitless creative possibilities.

The future of Duke Nukem -- Bright Skies are coming!